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EDUC 6000
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Week 5 – Discussion #10

Have you ever used portfolio assessment in your classroom assessment practices? If so, why did you choose this approach? If not, what reservations do you have about using this method of assessment?

I have used something similar to a portfolio in my Game Design class (a Game Designer Notebook, in conjunction with a final project), but in the form I have already used it, I don't think it quite rose to the level of portfolio (perhaps a basic growth one). However, thanks to the assignment this week, I revamped it for full portfolio glory! We'll see how it goes, but I have high hopes.

Besides the aforementioned assessment, I have not used portfolio assignments in my classes. I think this is partly because as a high school student I had to complete a massive, multi-year portfolio assignment that our high school English department utilized that ended up nearly 4 inches thick, and literally took many dozens (if not hundreds) of hours to complete, with tens of different entries. It was a monstrosity, and although I keep it and show my students, children, and others the beast with pride, I believe that perhaps subconsciously the experience has left me with a bit of PPSD (Post-Portfolio Stress Disorder).

However, I will admit that considering this assessment, and even my previous work as a student, has left me hungry to use them! The reasons I haven't in the past is because it requires an immense amount of prep time to do so, and the sheer amount of things to do it right (rubrics, examples, models, etc.) was overwhelming. However, armed with the knowledge, experience, and advice that our text and all of you have offered, I'm going to give it a shot this year, and we'll see how it goes.